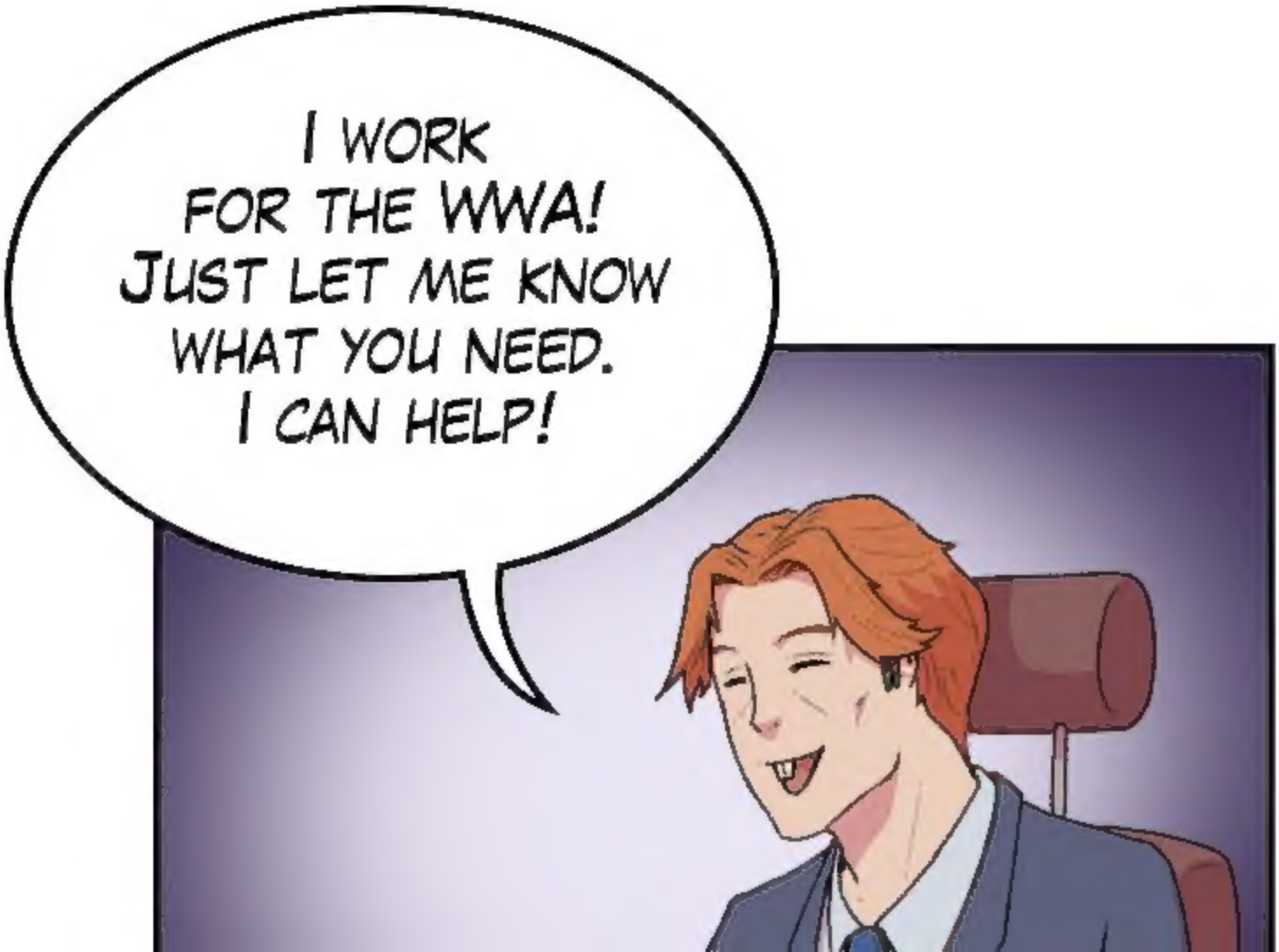
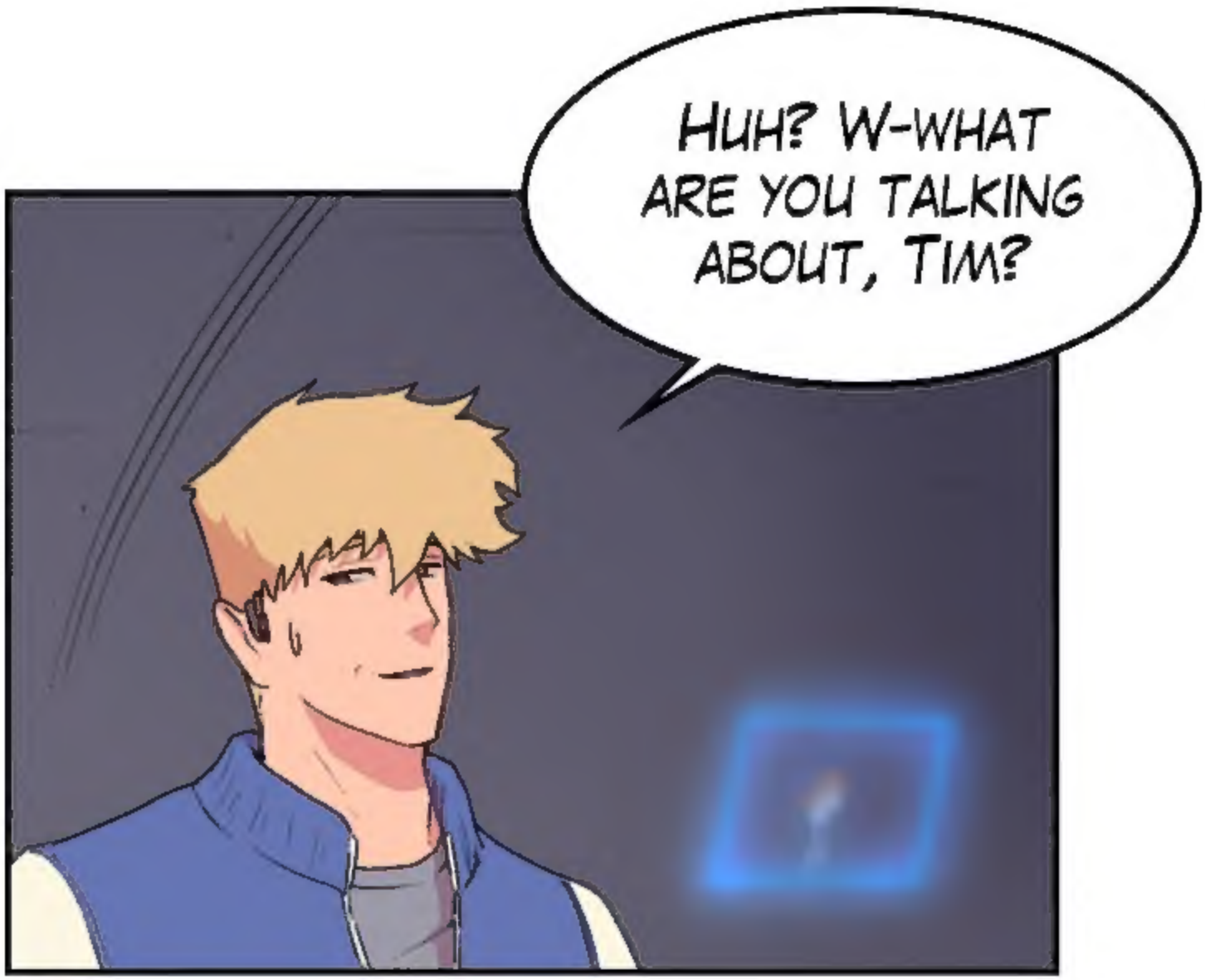
This is a work of fiction.
Names, characters, businesses, places,
events and incidents are either the
products of the author's imagination
or used in a fictitious manner.
Any resemblance to actual persons,
living or dead, or actual events
is purely coincidental.

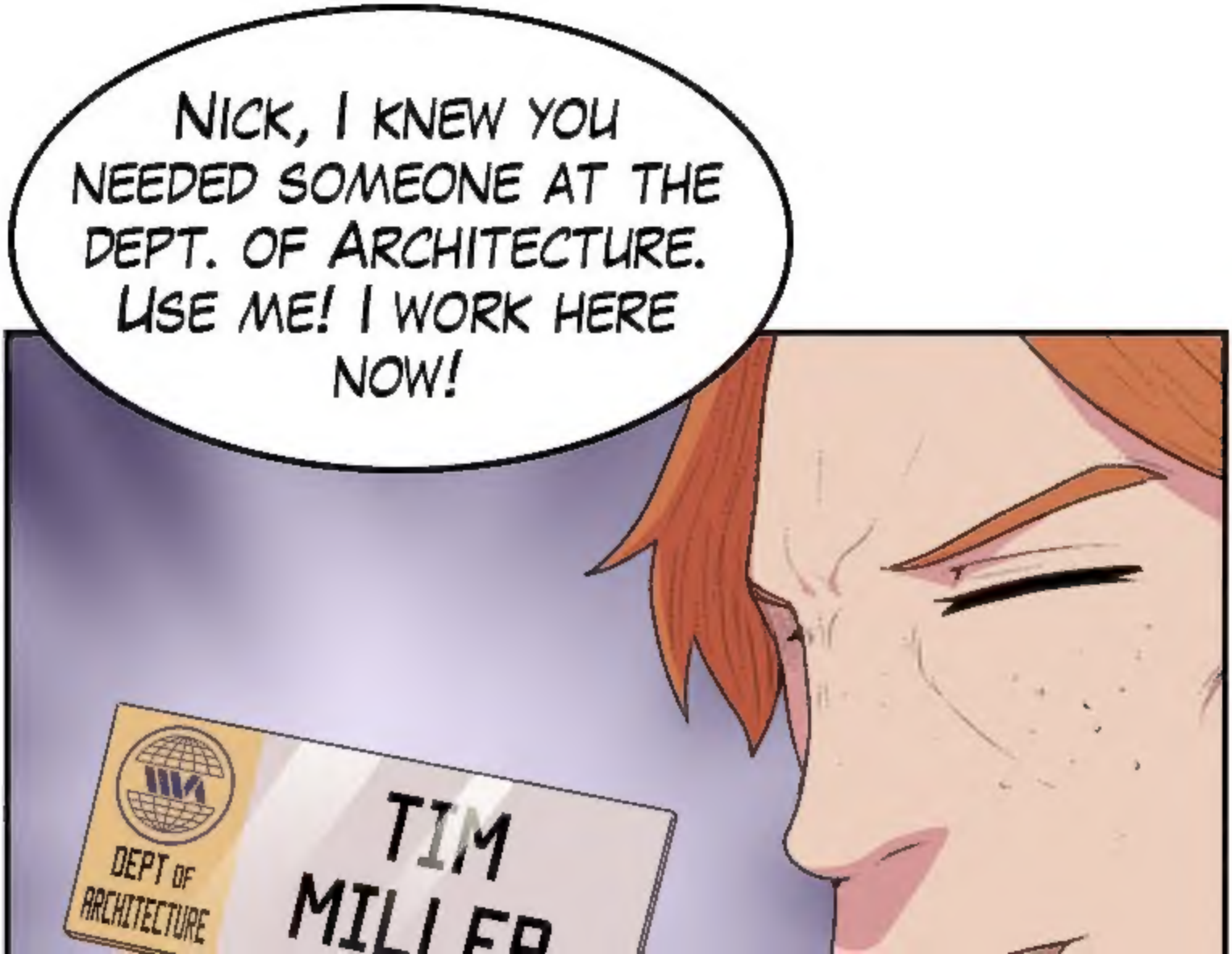



HUH? W-WHAT ARE YOU TALKING ABOUT, TIM?

I'M SORRY, BUT I OVERHEARD YOU AND AGENT CARTER'S CONVERSATION THE OTHER DAY.
AND GEE, YOU'RE SO BAD AT LYING, MAN.

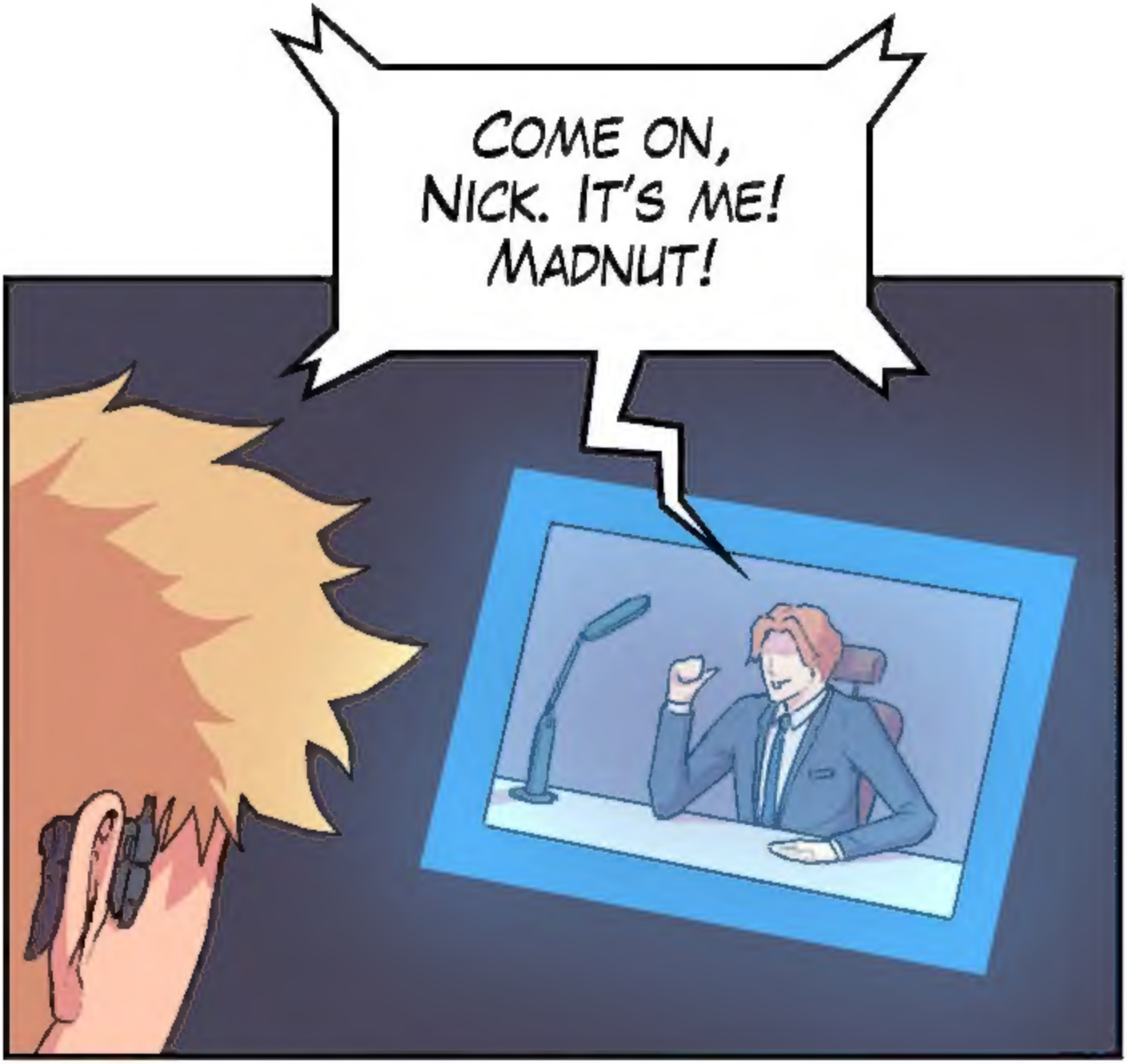
MR. MORRISON,
I KNOW EVERYTHING.

OH, HE DID MEAN IT WHEN HE SAID THAT.



LLER

WELL...
IF YOU KNOW
IT ALREADY...
...BUT...
I DON'T WANT TO
PUT ANYONE IN
DANGER.

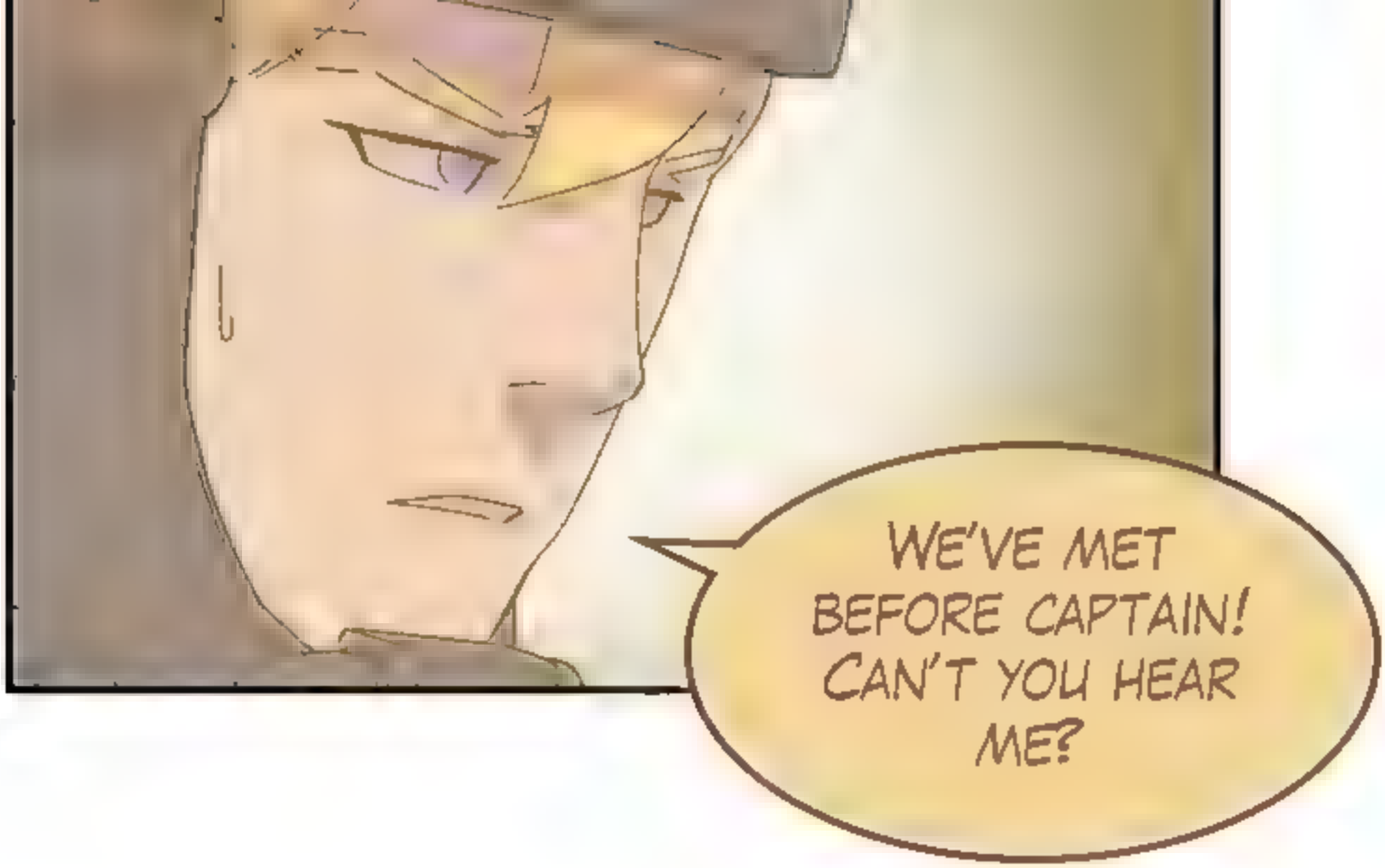

COME ON, NICK. IT'S ME! MADNUT!

I CAN MANAGE THE RISK! YOU CAN COUNT ON ME!
THERE'S ZERO PHYSICAL STUFF INVOLVED HERE, YOU KNOW?

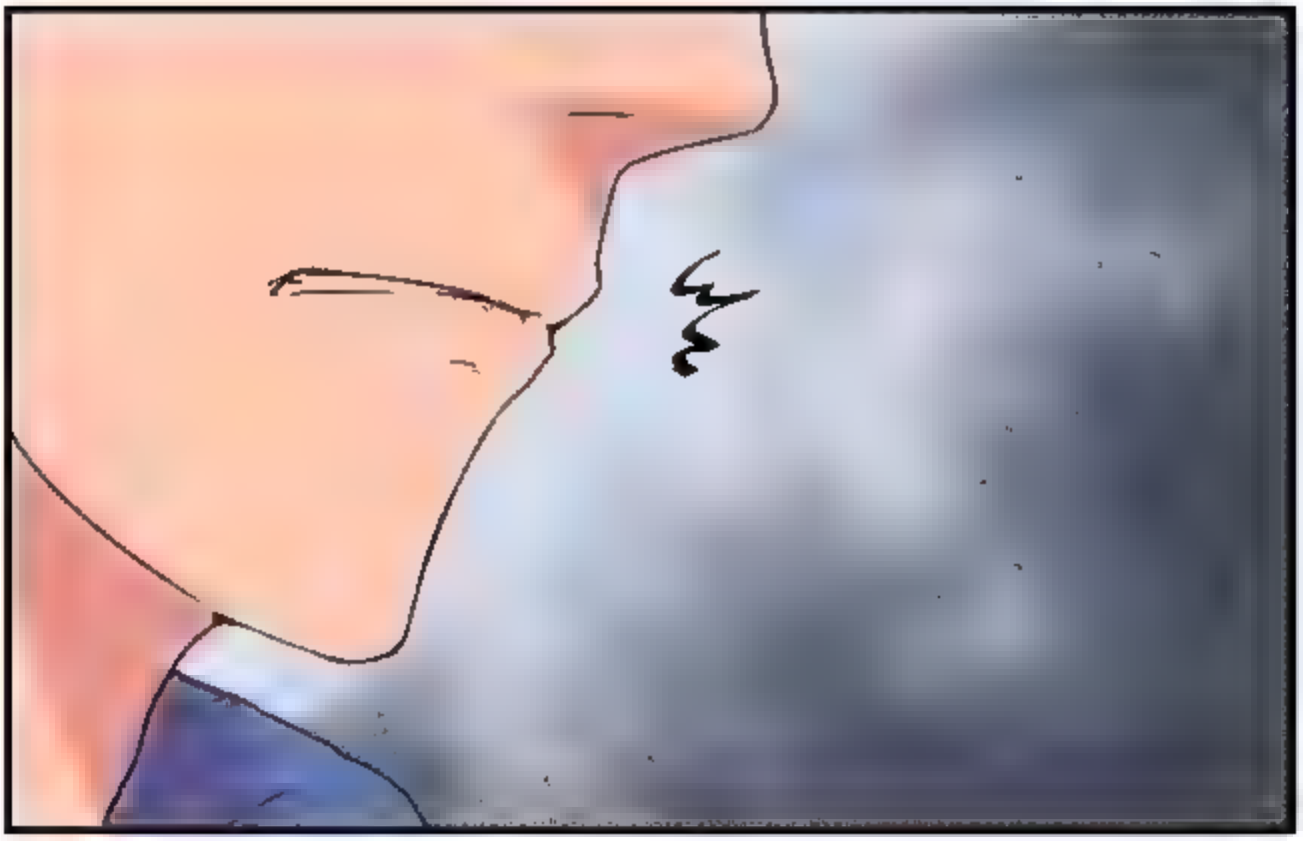
...BUT...

...But I had no other options.

I WANTED TO TALK TO HIM,



AND I WANTED HIM TO REMEMBER ME.



DAMN, BUT WHAT IF ANYTHING HAPPENS TO MADNUT WHILE HE IS HELPING ME?!

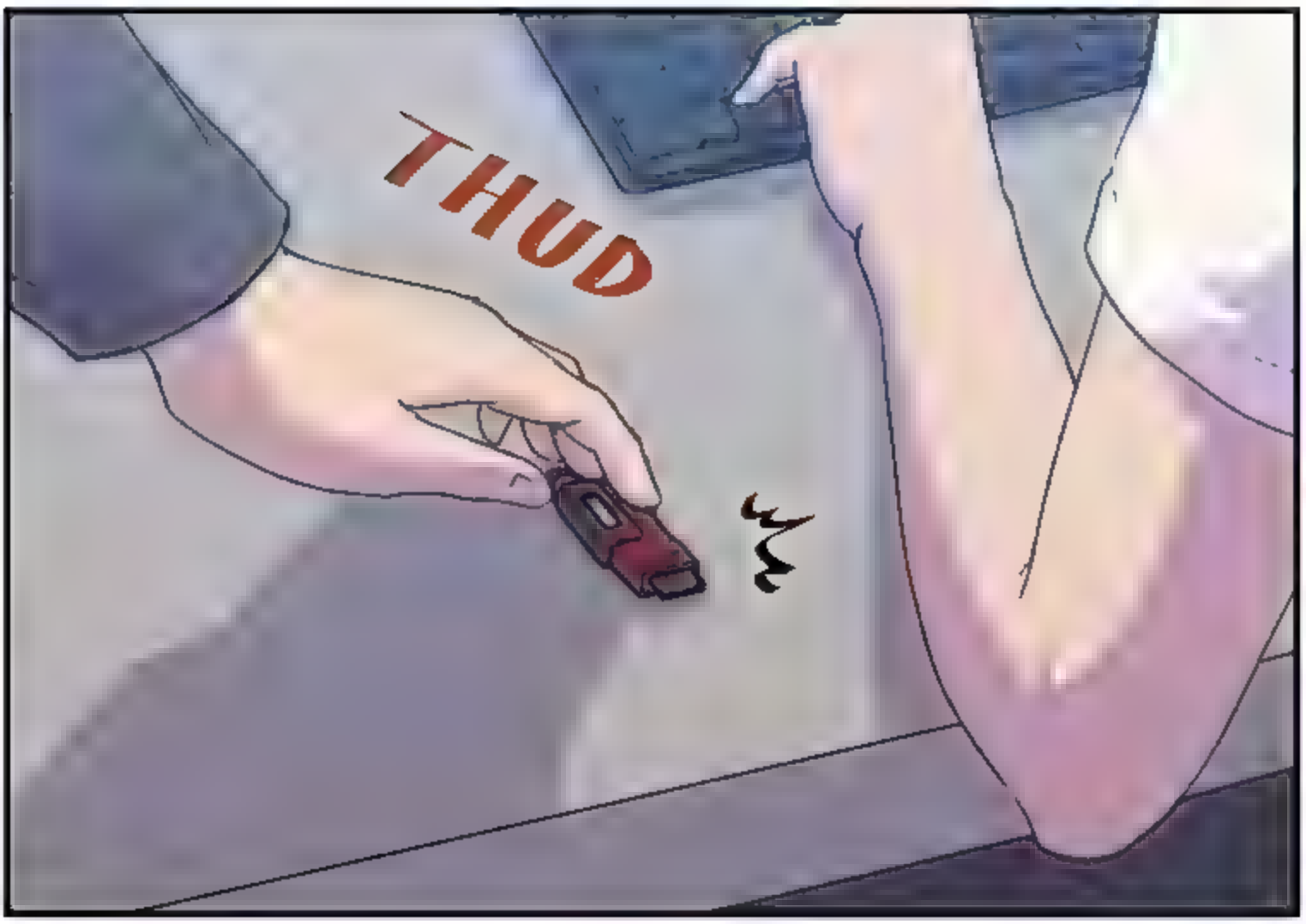
I... I JUST CAN'T LET THAT HAPPEN!

BLOODLESS WARS

ART / STORY by Tovon
EDITED by H.B. KLEIN

EP 062

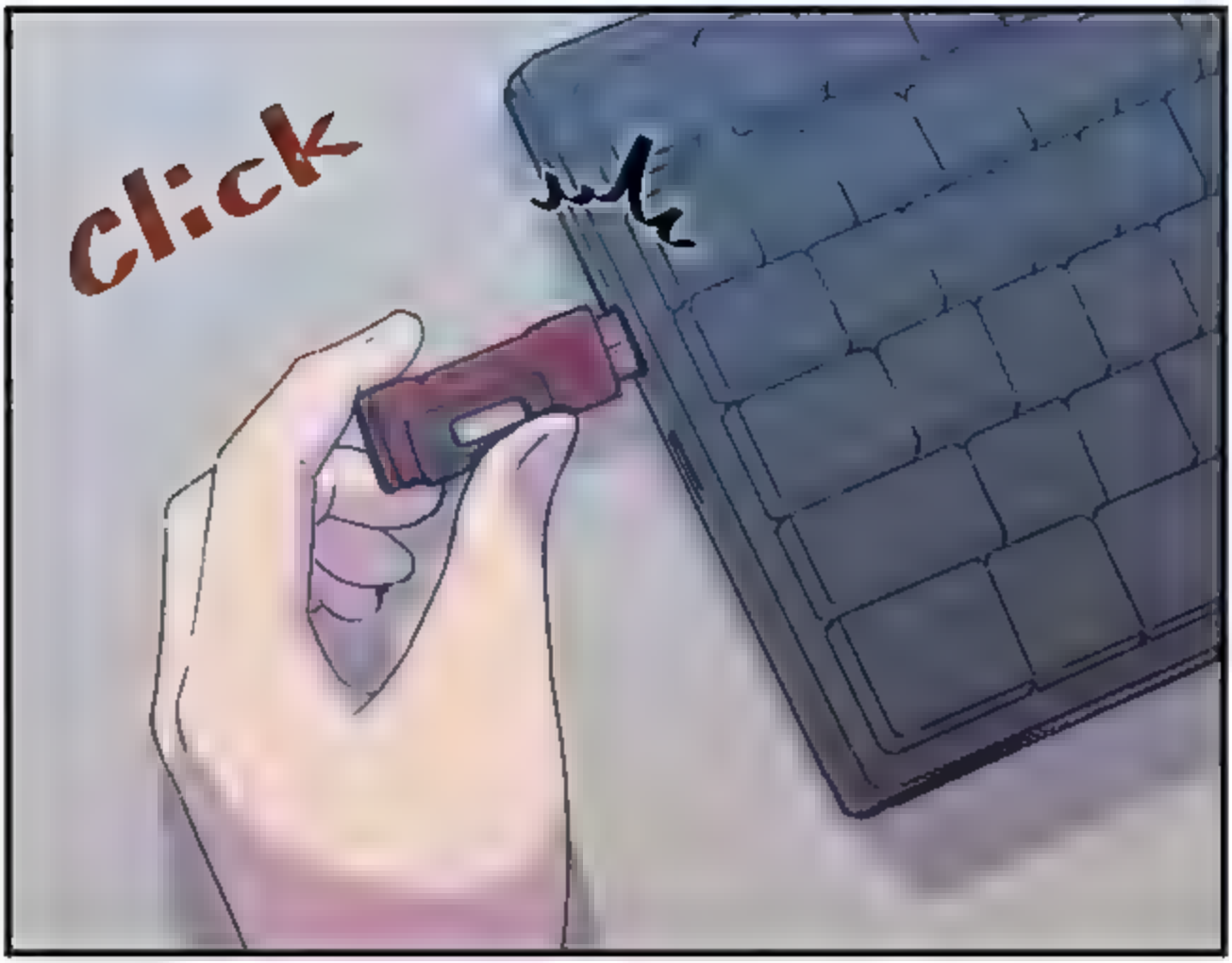
WELL, I TOLD MADNUT NOT TO DO ANYTHING DANGEROUS,



HM?
WHAT'S THIS,
SMITH?

IT'S AN URGENT UPDATE, MATE. PLEASE HURRY.

OH, I GOT IT. CONSIDER IT DONE, MAN!
CHEERS, MATE.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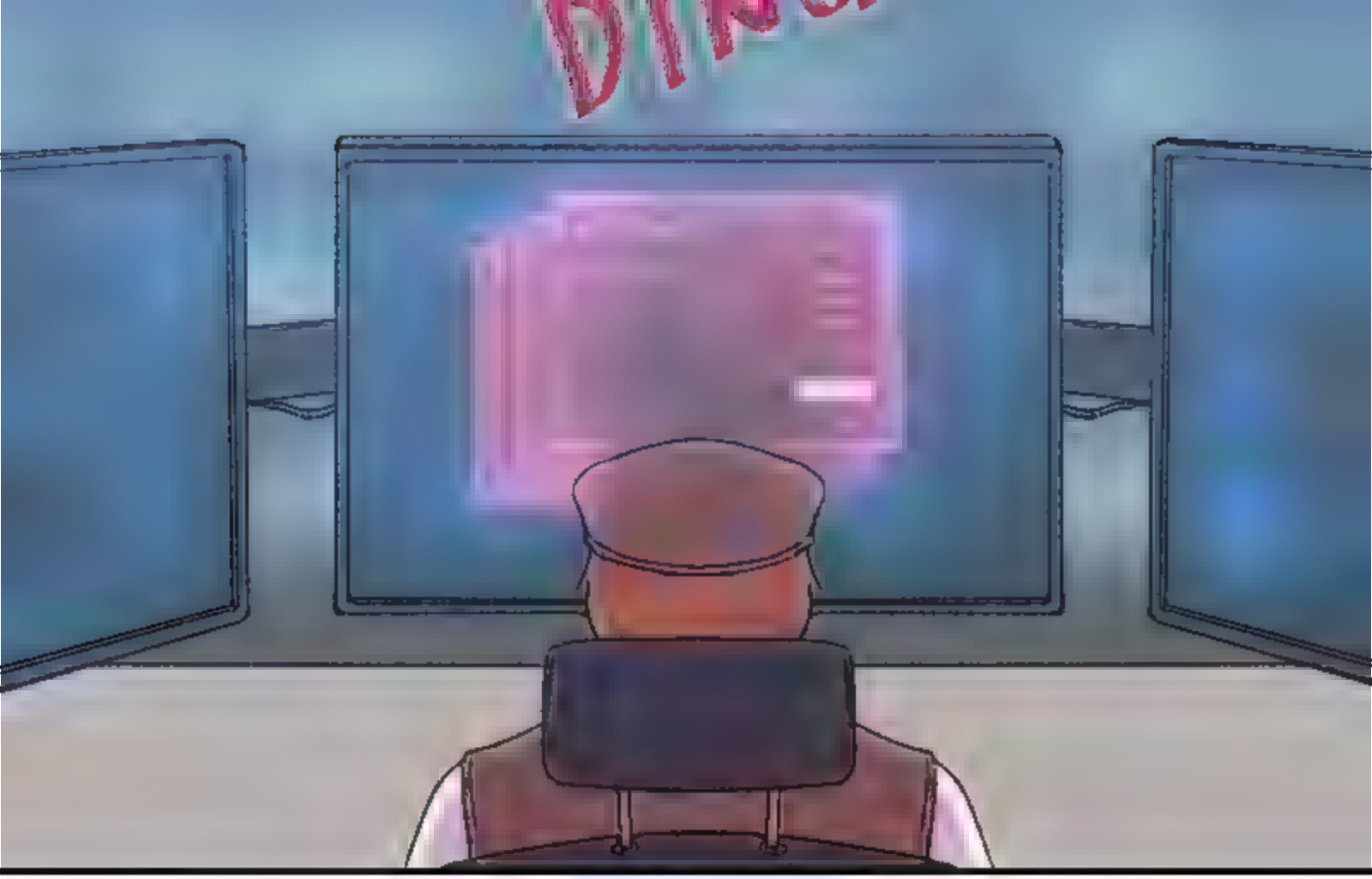
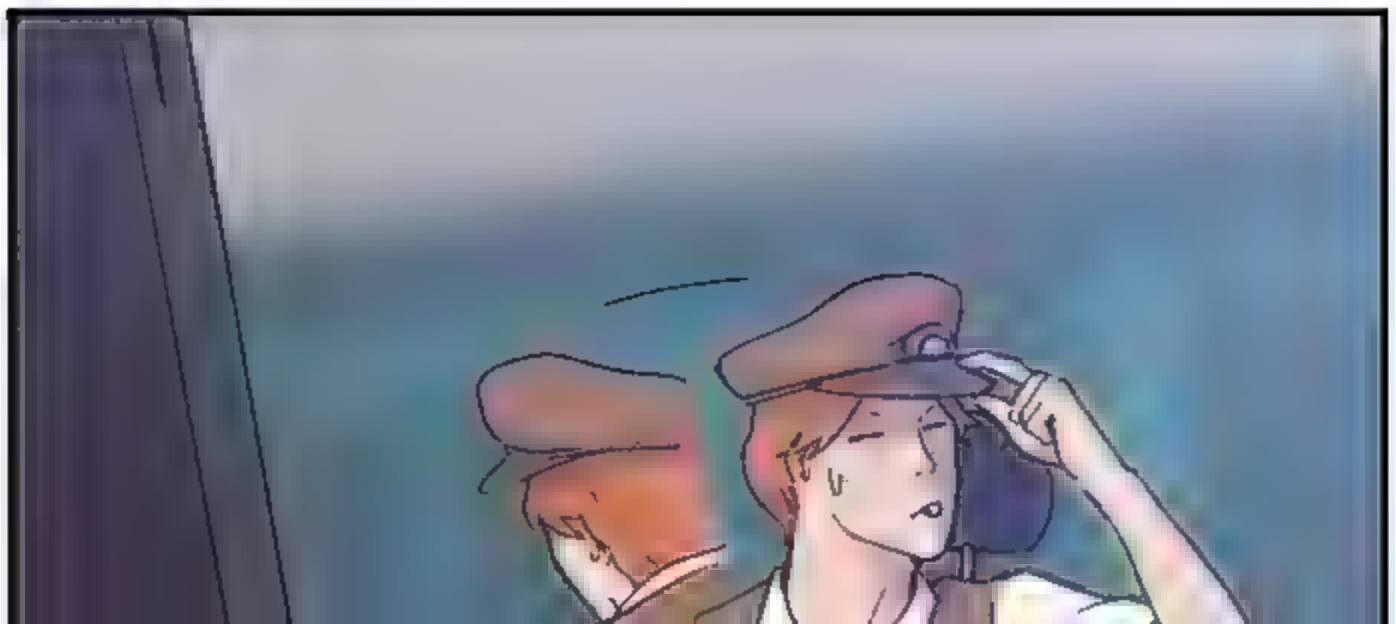


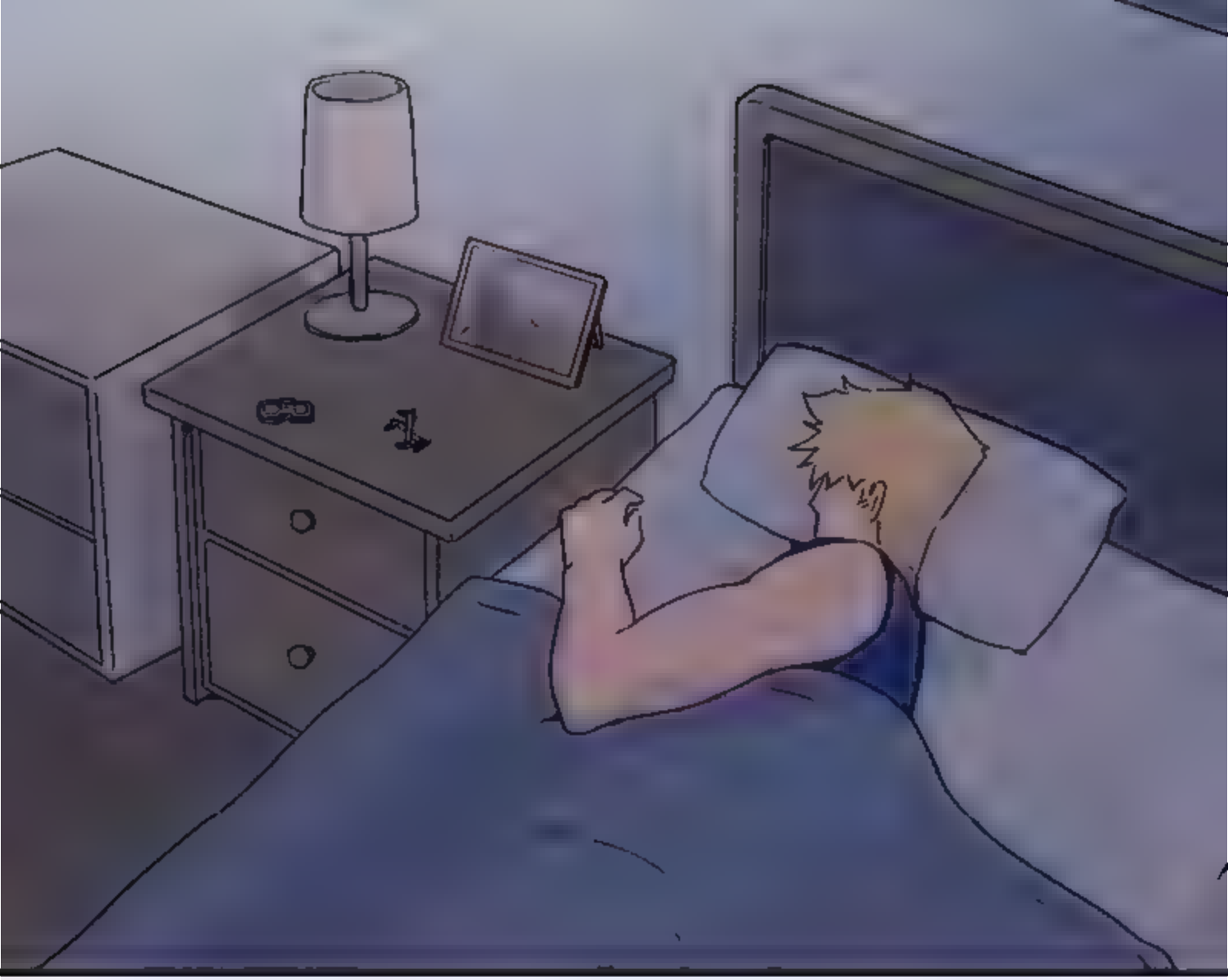


TKTKTK
TKTK TKTK

UPDATED INFO

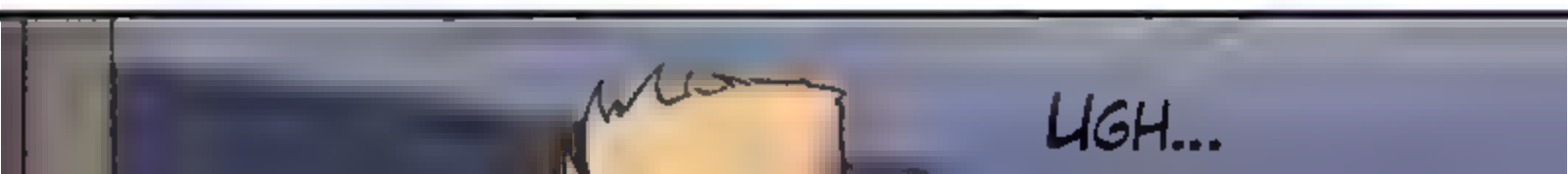
DECODED

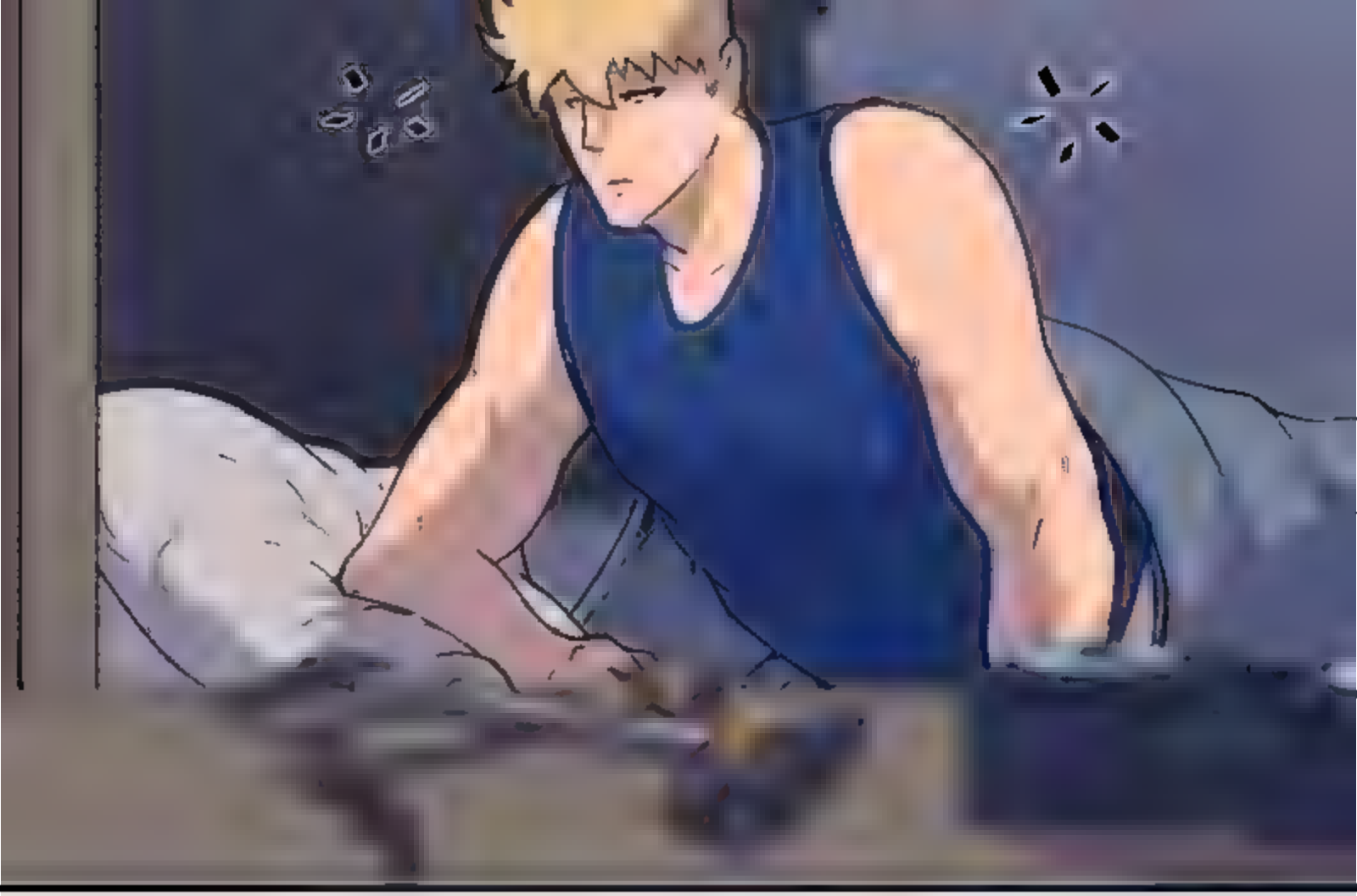
HOWEVER, MADNUT
WAS TOO PASSIONATE.



After a couple of months,

BUZZZ
BUZZZ


UGH...



OH, IT WAS YOU, TIM.
DING

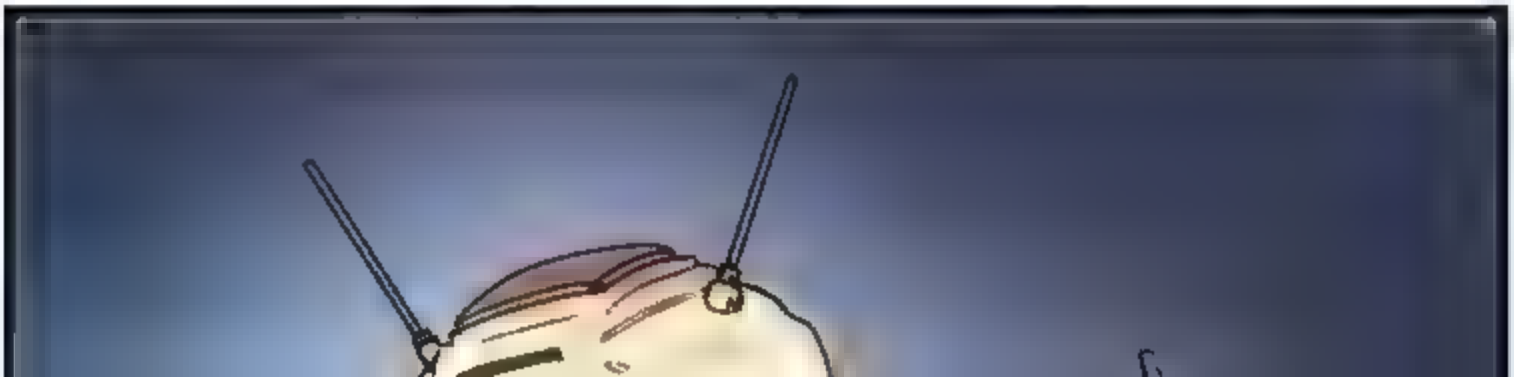
HEY, NICK! LISTEN, I FINALLY FOUND OUT!

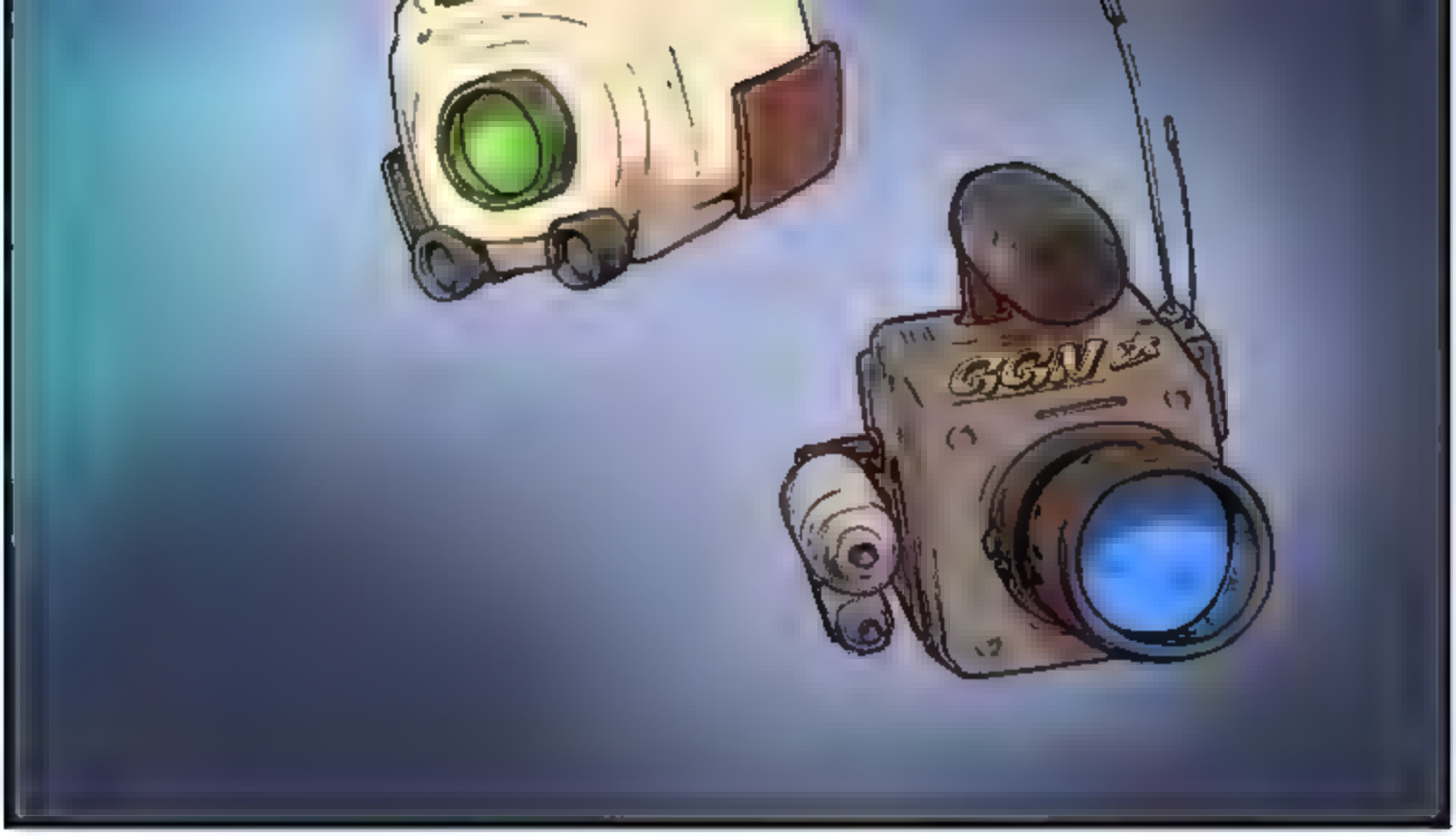
MADNUT FIGURED SOMETHING OUT BY HIMSELF.

AND HERE'S WHAT I HEARD FROM HIM.

When the WWA architects build a VR world server, they set up a special 'firewall' to protect the data in it.

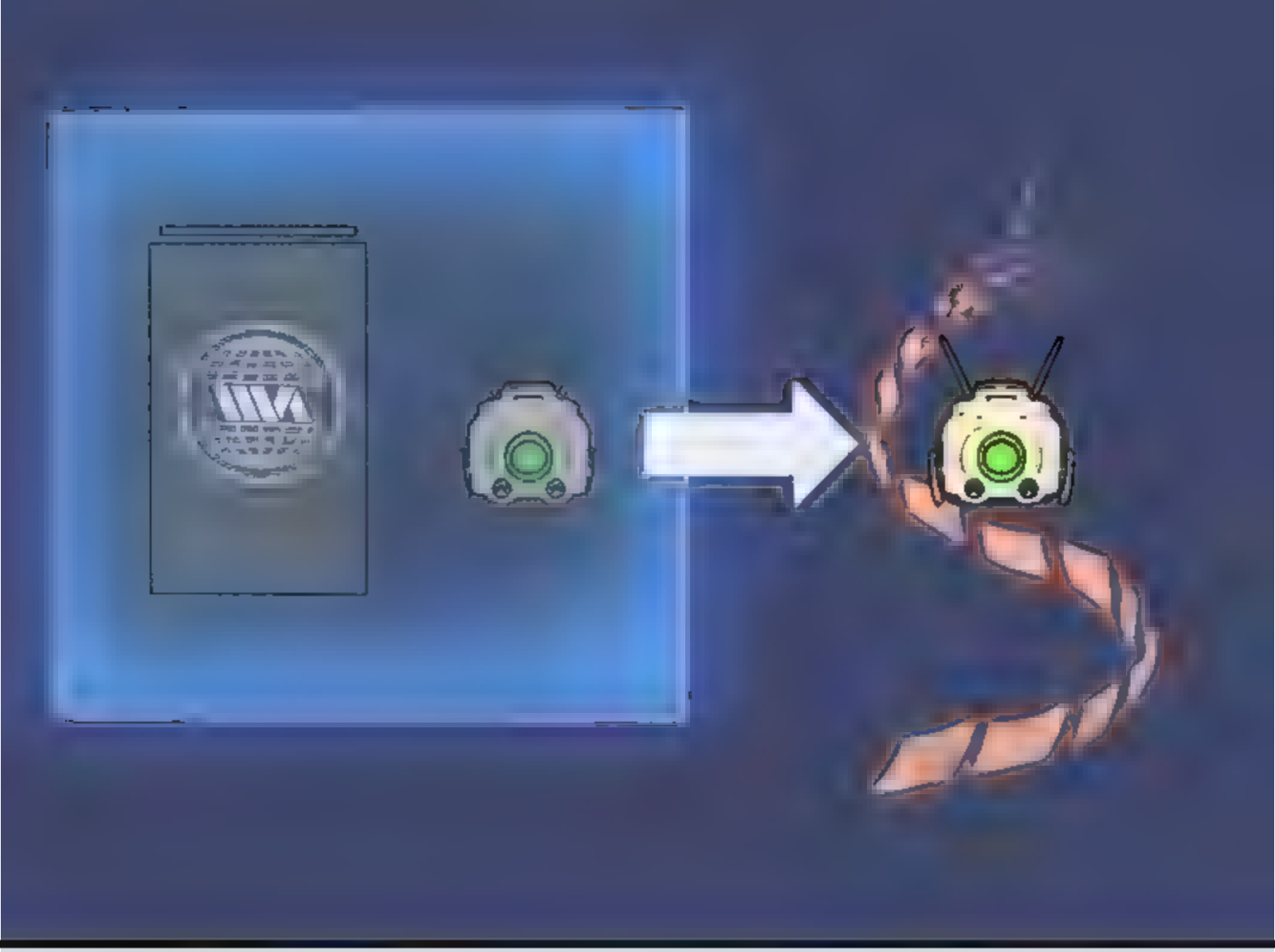
The firewall is also effective on certain type of Virtual A.I.s,





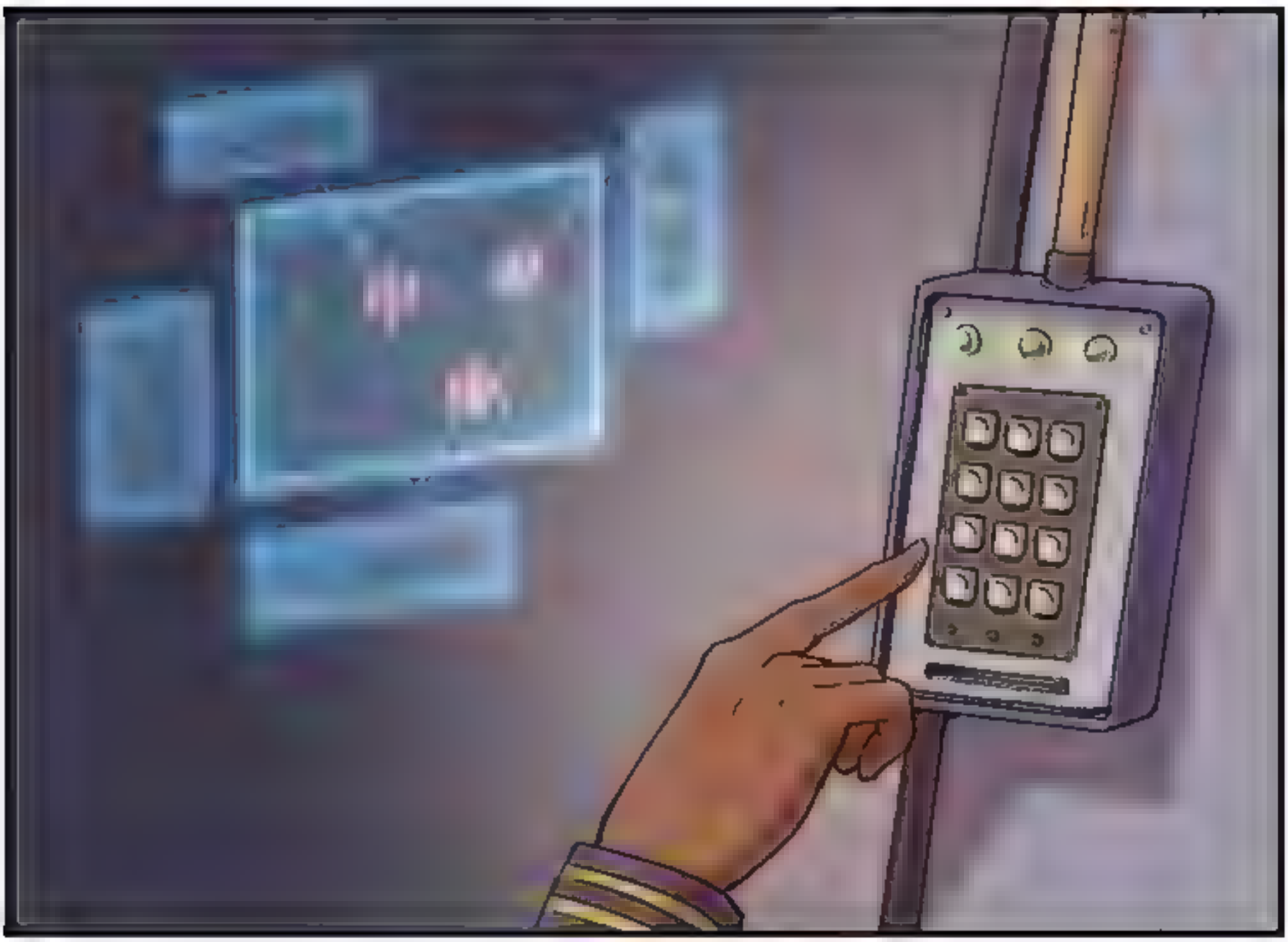
SUCH AS ASSISTANT ARCHITECT DROIDS
AND GGN'S BROAD CASTING A.I.S.

WHEN THESE A.I.S GET OUT
FROM THE WWA VR WORLD SERVERS
AFTER PERFORMING THEIR GIVEN TASKS,



THE FIREWALL ATTACKS THE NEWLY CREATED MEMORIES WITHIN THE SERVER AND ERASES THEM.

THIS IS TO PREVENT ANY CONFIDENTIAL INFORMATION LEAKAGE,



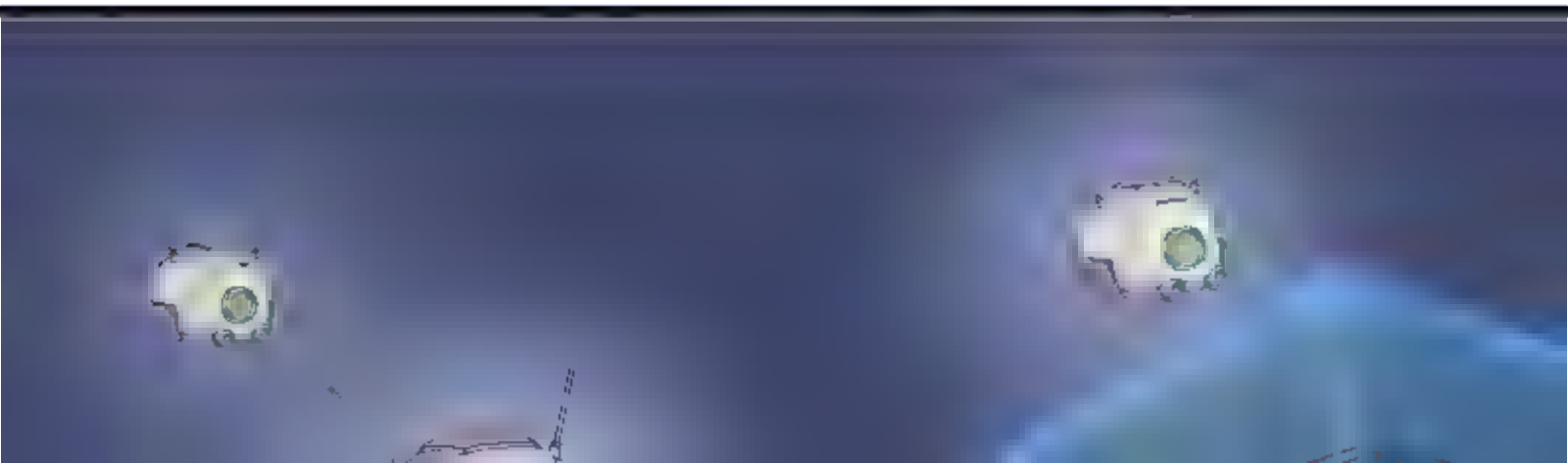
LIKE THE MILITARY BASE INFORMATION OR THE RECORDED SCENES THAT MIGHT

CAUSE NATIONAL SECURITY ISSUES.

NOW THE GLITCHES ARE
DISGUISED AS VIRTUAL A.I.S,

THE FIREWALL WAS THE REASON FOR CAPTAIN'S MEMORY LOSS.

I ASSUME THEY STOPPED DOING IT MANUALLY, BECAUSE OF THE INCREASED NUMBER OF THE GLITCHES.



PERHAPS,
USING THE FIREWALL PROTOCOL
WOULD BE THE ONLY WAY TO MANAGE
MULTIPLE GLITCHES IN REAL TIME.

HOWEVER,
ONLY A HANDFUL OF
SENIOR STAFF CAN
ACCESS THIS FIREWALL.

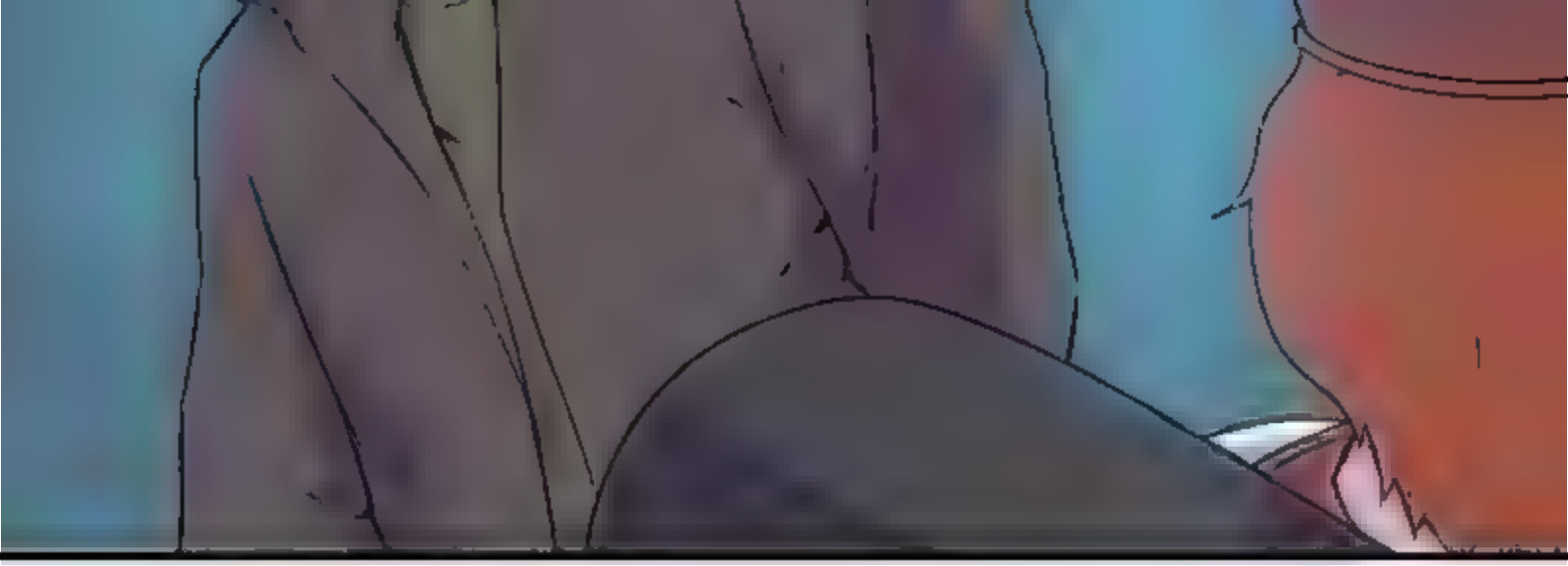
MADNUT COULDN'T EVEN PERUSE
ITS STRUCTURE AT ALL.

THEREFORE, OUR ONLY OPTION WAS TO CREATE A SHIELD THAT

CAN PROTECT THE NEWLY CREATED MEMORIES, RATHER THAN TWEAKING THE FIREWALL ITSELF.

BUT THIS WAS ALSO VERY DIFFICULT WITHOUT KNOWING THE FIREWALL STRUCTURE.

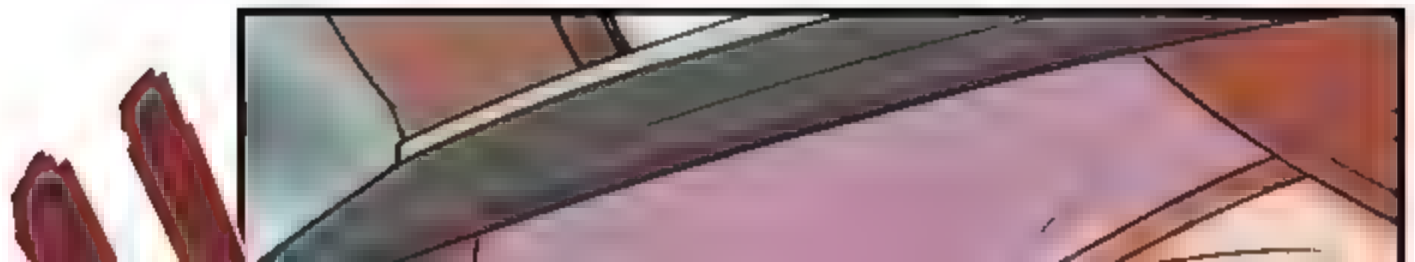
LUCKILY, MADNUT FOUND A SOLUTION FROM SOMEWHERE UNEXPECTED.



DEPLOY
THE TIN CANS
FOR ME.

OH,
YOU MEAN THE
ASSISTANT DROIDS?

SURE!



BUBBLE-G

To be continued

IF YOU WANT TO ACCESS EXTRA CONTENTS OF 'BLOODLESS WARS' & ITS CREATOR, PLEASE FOLLOW!
@legendoftovon
Tovon